



Fact Sheet

Database Development
(with vendor-specific short course and certification in
Advanced Games Development)



Creative &
Technology
Universitas

Database Development

(with vendor-specific short course and certification in Advanced Games Development)

FACULTY OF INFORMATION TECHNOLOGY

Vocational Studies: 2024 Fact Sheet

Programme Title	SAQA ID	Credits	NQF
Certificate: IT Database Development	71850	120	6

***This programme is only available to current students for 2nd/3rd year studies**

Programme description

This is an NQF 6 registered qualification, with SAQA ID 71850, and has 120 Credits. The primary purpose of the qualification is to provide qualifying learners with the advanced skills and knowledge required to undertake advanced tasks and procedures in office technology. In addition, this will significantly enhance the learner's prospects of gaining employment by providing a solid grounding in advanced computer skills required in today's business environment. In addition, this qualification has been formulated such that it reflects the workplace-based needs of the Information Technology Industry as expressed by CTU. The content has been designed to ensure that the qualification provides the learner with accessibility to be employed within the IT Industry.

In this programme, students will improve on the knowledge gained in the games development programme (NQF 5) via the additional advanced concepts offered. Furthermore, certain data, and cloud solutions skills, as well as project management skills will be acquired at the end of the programme.

Admission requirements

National Certificate: IT Systems Development (SAQA ID 48872, NQF 5, 131 Credits)

Mode of study | Duration

Day Classes (full time): 12 Months, 131 credits (5 days/week)

Evening Classes (part time): 12 Months, 131 credits (2 x evening classes per week, 18:00 - 21:00, Mon & Wed or Tues & Thurs as well as 2 x Saturday classes per month)

Programme outline

Semester 1 Subjects:

- ▶ ITP631: IT Project Management
- ▶ DSD631: Data Solution Development
- ▶ ADP631: Advanced Design Pattern

Semester 2 Subjects:

- ▶ AMD632: Advanced Mobile App Development
- ▶ GED632: Game Environment Design
- ▶ AGM632: Advance Game Modelling
- ▶ GDS632: Game Scripting

Teaching and Learning Methodology

A blended teaching and Learning methodology is followed. All theory classes will be conducted Virtually through Lecturer-led interactive teaching on a national basis. A flipped classroom approach will be followed in some sessions. This means that students are introduced to content at home and practice working through it during the applicable session, either the virtual theory sessions or the practical sessions.

All students will be allocated to lecturers that are not necessarily based at the campus of enrollment but who will always be subject matter experts. CTU implements a national academic standard and all lecturers have been appointed on the same criteria and use the same academic content in the teaching and learning process. The adherence to a national academic standard is monitored by the Academic Management team at the Head office. Therefore, all students will continue to receive the same quality of education.

Students will attend some practical, group, and research sessions on campus or virtually. The same work and time will be spent on both methods, face to face and VLIT, with students. Extra practical sessions can be booked at the campus with the Campus Operational Manager. Students will be expected to attend practical, group, and research classes on campus a minimum of two days a week, as per the campus schedule.

Textbooks and e-guides

A list of prescribed textbooks will be provided in your e-guides. Students will receive an electronic version of the academic guides (e-guides) for this programme on the Teaching and Learning platform. Access is available to an electronic library of textbooks on O'Reilly, and it is included in the fees.

Technology hardware, software and data requirements

A laptop is required to access the VLIT sessions, all study material, and complete assessments etc.

For additional information please consult the CTU Bring your own device guide. [Device Specifications and Stationery List](#)

A minimum of 20 GB data per month (uncapped recommended) is required to access training material.

Student Support

Student support sessions with the facilitator will also take place on a one-on-one basis either virtually or physically at the campus per appointment or per the academic schedule.

Certification

On successful completion and verification by the Quality Assurance Partner of the programme, the student will receive a National Certificate in Systems Development by the QAP MICT. Note that the process of issuing a Certificate might take up to three years to be finalised.

International certifications

- ▶ DP-300 Administering Relational Databases on Microsoft Azure

Outcome - Microsoft Certified: Azure Database Administrator Associate

Optional Exams: (*for student's own account)

- ▶ Unity Game Developer
- ▶ Unity 3D*
- ▶ Associate Android Developer*

Further studies

Students may pursue further studies at CTU by enrolling for Certificate: Information Technology: Database Administration 71869 NQFL 6.

Career fields

Students can be employed in the following career fields:

- ▶ C# Developer
- ▶ Java Developer
- ▶ Software Engineer
- ▶ Web Developer Using ASP.NET
- ▶ Mobile App Developer
- ▶ Game Developer using Unity and Blender

Pricing*

Programme	Registration fees	Tuition fee
Advanced Games Development	R9 000	R 85 655

* Excludes external fees and identified textbooks if applicable.

* Prices are subject to annual adjustments.

Payment

Visit our website to view the payment method. [Payment Methods.](#)

[APPLY for Student Loan HERE!](#)

Additional costs

Students must make provision for additional items such as textbooks, stationery, supplementary examinations, research costs and printing, field trips etc.

Disclaimer

The information contained in this fact sheet is accurate at the time of printing. However, factors beyond the control of CTU Training Solutions (such as environmental, regulatory or technical changes) may cause the contents of this fact sheet or of the programme to change. In the event of any such change, CTU will notify current students. All possible measures will be taken to minimise inconvenience to students.

I (Name of student):..... hereby acknowledge that I understand the information stated in this document and fully comprehend the specifics explained above pertaining to this qualification.

Student signature:.....

Signature of legal guardian:.....

Name of legal guardian:.....

Consultant signature:.....

Name of sales consultant:.....

Date:.....

* Please note the original signed copy should be kept on the student record file.

CONTACT US

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